SUBS™

- World's first 2-monitor action video game.
- 2 players against each other, 1 player battles computer.
- Players use "SONAR" monitor display to find opponent hidden from sight on other monitor.
- Operator selectable "game credit" or "game time" option.
- Attention-getting sonar "ping" and explosion sounds.
- Eye-catching cabinet.
- 4 language options.

LEFT PLAYER

RIGHT PLAYER

Players must "find" opponent's sub indicated by a visual "blip" on his Sonar monitor display. Only player's own submarine is visible on his monitor. Opponent's sub is visible *only* if it is hit, crashes into islands or other player's sub. Player aims his sub at position of opponent indicated by *blip* and fires torpedos. "Hits" are registered by explosion sounds and *video* score display. Because opponent's torpedos are visible, each player can steer evasive action or "hide" behind island obstacles to avoid being hit.

Double the action! Double the profits!
Subs is another totally new concept in video skill attractions. **Another world first from Atari.**

It's the world's **first** and only action game to use *two* video monitors... for double action, double earning power!

The result is dynamite... a realistic "search-and-destroy" sub battle. And a new opportunity for extra profits in **any** location.

High skill challenge for one or two players!
Split-second timing and anticipation are the keys to victory.

One or two players can test their skill. (Single players compete with the computer)

More operator options for extra profits.
"Time" Mode: Operators may select to offer game times of 0:30, 1:00, 1:30, 2:00, 2:30, 3:00, 3:30, or 4:00 minutes per coin.
"Credit" Mode: Operators may choose to offer game credits of 1 player per coin with selectable game times from 0:30 to 4:00 minutes.
"Attract" Mode: Sonar "ping" sound effect may be turned on or off during attract mode.

Add-A-Coin coin accumulator lets profits play longer!
SUBS built-in replay incentive is irresistible... players will want to buy extra time. Atari's coin accumulator feature lets players extend action time before, during or after the game while SUBS is in "Time" mode.
Coinage: Time Mode, see above.
Credit Mode, 1 coin per player. Free play.

Four Languages: Operator-selectable for English, French, German or Spanish video message presentations.

Built-in Self-Test System:
Atari's unique self-test program displays all microprocessor functions, on-the-spot for instant trouble-shooting.

Built-in reliability.
Durastress™ tested all solid state electronics, durable construction, and Instapart™ parts turnaround mean longer maximum location life.

Telehelp™.Toll-free Customer Service Support.
Western Region: 800-538-1101
Eastern Region: 800-631-5374

Dimensions:
Height: 70", 178 cm, Width: 44", 112 cm, Depth: 24", 61 cm.

Fire Two!
Man your battle stations now! Get the action details from your Atari distributor. Or contact us for referral at Atari Inc., 1265 Borregas Ave., Sunnyvale, CA 94086 (408) 745-2500

Distributed By:

© Atari Inc. 1979